



XBOX 360®

# SPIDER-MAN™ EDGE OF TIME



BEENOX

MARVEL ACTIVISION

**⚠️ WARNING** Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to [www.xbox.com/support](http://www.xbox.com/support).

### **Important Health Warning About Playing Video Games**

#### **Photosensitive seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

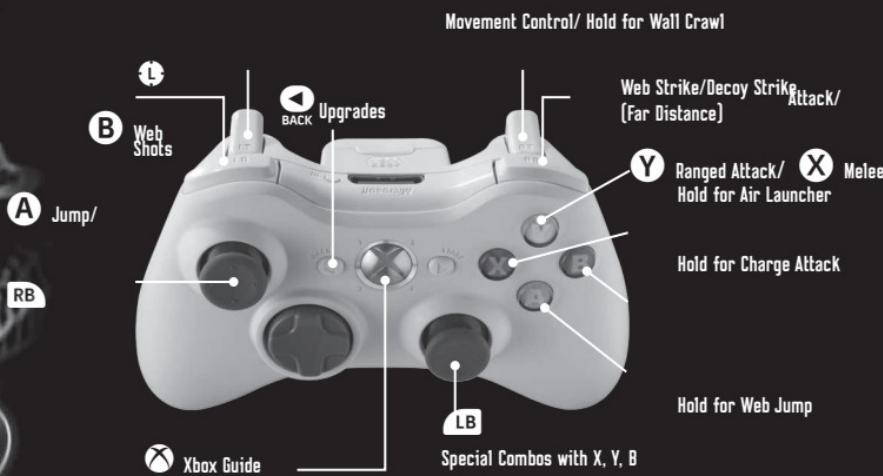
Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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# GAME CONTROLS



## ADDITIONAL CONTROLS

Double Jump

Tap **A** twice

Grab

**RB** [Close distance]

Spider-Sense/Objective Tracker

**○** on the Directional pad

Time Paradox

Click both **○** and **RB**

Wall Crawl

Hold **○** toward a flat surface

## FREEFALL CONTROLS (2099 ONLY)

Move

**○**

Dive

Hold **A**

# **XBOX LIVE**

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to [www.xbox.com/live](http://www.xbox.com/live) to learn more.

## **CONNECTING**

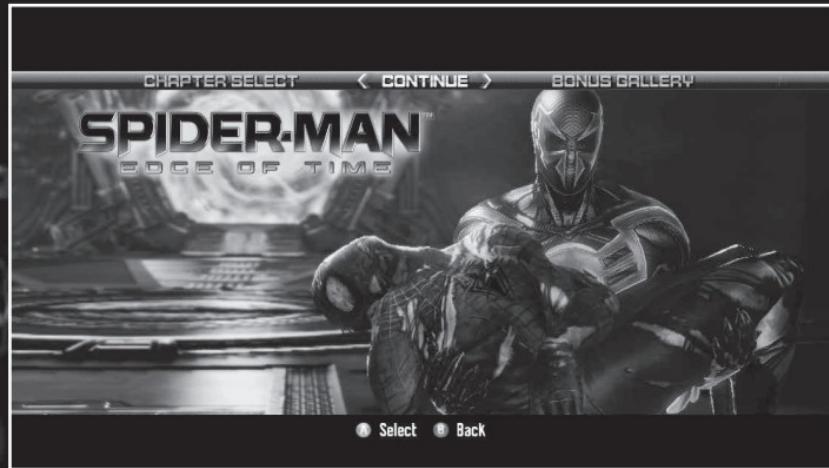
Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member.

For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to [www.xbox.com/live/countries](http://www.xbox.com/live/countries).

## **FAMILY SETTINGS**

These easy and flexible tools enable parents and caregivers to decide which games young players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to [www.xbox.com/familysettings](http://www.xbox.com/familysettings).

# MAIN MENU



After starting the game and selecting a save slot, there are several options to choose from.

**CHAPTER SELECT** - Choose to start from the beginning of any of the available chapters.

**CONTINUE** - Start from the last auto-checkpoint reached in game.

**BONUS GALLERY** - View your collectibles such as Alternate Suits, Action Figures, Concept Art, Movies and Credits here.

**NEWSPAPERS** - View unlocked newspaper headlines here.

**MEMOS** - View unlocked memos here.

**WEB OF CHALLENGES** - Track new challenges and view completed challenges here.

**UPGRADES** - View and purchase available upgrades here.

**VIP UNLOCK CODE** - Enter codes here to unlock special content.

**OPTIONS** - Adjust your Audio, Brightness, Game and Difficulty settings and view the controls here.

## SAVING THE GAME



At certain points during the game, checkpoints will trigger saving your progress. Older checkpoints are overwritten by newer ones. When the game is saving, an "Autosave Icon" is displayed at the bottom left of the screen.

# PAUSE MENU

When pressing START, several options are available in-game.

**MEMOS** - View unlocked memos here.

**WEB OF CHALLENGES** - Track new challenges and view completed challenges here.

**RESUME** - Continue your currently paused game session.

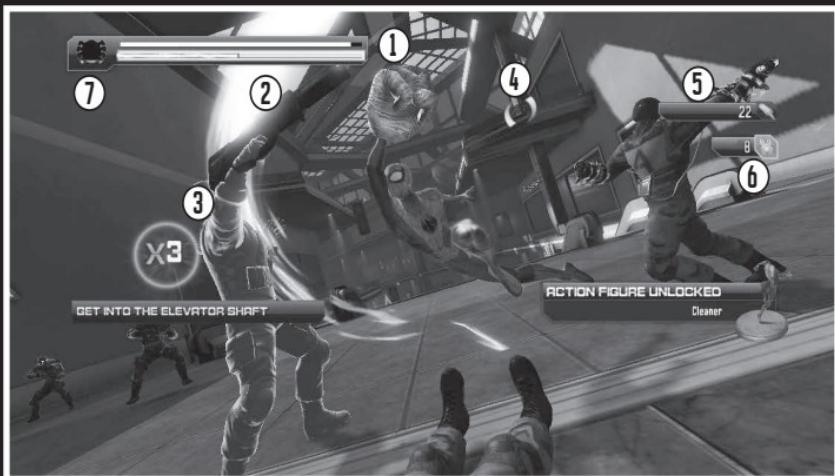
**UPGRADES** - View and purchase available upgrades here.

**RESTART** - Restart from the last checkpoint.

**OPTIONS** - Adjust your Audio, Brightness, Game and Difficulty settings and view the Controls here.

**QUIT GAME** - Quit the game and return to the Main Menu.

# HEADS-UP DISPLAY



1. **HEALTH BAR** - Regain health by defeating enemies or by picking up Healing Orbs.
2. **STAMINA BAR** - Regenerates automatically after being depleted. Enables Spider-Man™ to employ advanced combat technique.
3. **COMBO COUNTER** - Counts the number of consecutive hits in the current combo. Sustaining damage resets the counter.
4. **WEB ZIP ICONS** - Yellow icons will denote that the player is in range for a web-zip.
5. **PORTAL ENERGY** - Collect energy from Orb Fragments, Energy Orbs, and defeated enemies to spend on upgrades for Spider-Man and Spider-Man 2099.
6. **GOLDEN SPIDERS** - Hidden in the levels or earned during combat, Golden Spiders are used to purchase upgrades that will enhance Spider-Man's attributes.
7. **TIME PARADOX** - When the spider icon on the left side of the Health Bar fills up, the player can use the Time Paradox ability, freezing enemies in time.

## SPECIAL ABILITIES

**HYPER-SENSE** - Spider-Man can auto-dodge enemy attacks and obstacles for a brief period of time.

**ACCELERATED DECOY** - Spider-Man 2099 can project a decoy of himself, drawing enemy fire and allowing him to escape or attack from safety.

**SPIDER-SENSE/ACCELERATED VISION** - Shows Spider-Man where the mission objectives are throughout the level. Spider-Sense will also allow Spider-Man to distinguish which of the enemies holds a key to complete objectives.

## UPGRADES

Some upgrades are available individually for each Spider-Man, or shared between them.

**COMBAT UPGRADES** - From this menu, purchase additional Spider-Man abilities and moves using accumulated Portal Energy.

**CHARACTER UPGRADES** - Purchase upgrades for Spider-Man with collectible Golden Spiders that include health upgrades and stamina modifiers.

## WEB OF CHALLENGES



The Web of Challenges is made up of many tasks that Spider-Man can accomplish in order to gain Portal Energy, Golden Spiders, Concept Art or Keys to Alternate Costumes. As the player progresses through the game, more challenges will be unlocked.

For more information, go to [www.SpiderManEdgeofTime.com](http://www.SpiderManEdgeofTime.com)

# NOTES

## **SOFTWARE LICENSE AGREEMENT**

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- Hack or modify (or attempt to modify or hack) the Program, or create, develop, modify, distribute or use any software programs, in order to gain (or allow others to gain) advantage of this Program in an on-line multiplayer game settings including but not limited to local area network or any other network play or on the internet.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

# **CUSTOMER SUPPORT**

**Note: Please do not contact Customer Support for hints/codes/cheats.**

**Internet:** <http://www.activision.com/support>

**Our support section of the web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.**

**Note: All support is handled in English only.**

**Phone: (800) 225-6588**

**Phone support is available from 7:00 a.m. to 7:00 p.m. (Pacific Time) every day of the week.**

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